

## 2021 BOYS Rule Chart

	T-Ball	Coach Pitch	Minors	Majors
<b>Time Limit</b>	1 hr **no new inning will start after 1 hr**	5 Innings **no new inning will start after 1 hr 15 min, finish out the inning**	6 innings **no new inning will start after 1 hr 15 min, finish out the inning**	6 innings **no new inning will start after 1 hr 15 min, finish out the inning**
<b>Game clock starts</b>	N/A	when home team throws the first pitch	when home team throws the first pitch	when home team throws the first pitch
<b>Ties</b>	N/A	Games will end if Tied	Games will end if Tied	Games will end if Tied
<b>new inning starts</b>	after the 3rd out	after the 3rd out	after the 3rd out	after the 3rd out
<b>Run Limit</b>	3 outs or 1 time through the lineup, whichever occurs first	3 outs or 5 runs (maximum of 8 runs), whichever occurs first	3 outs or 5 runs (maximum of 8 runs), whichever occurs first	3 outs or 7 runs (maximum of 10 runs), whichever occurs first
<b>Mercy Rule</b>	N/A	9 runs after 4 innings	12 after 3, 10 after 4, 8 after 5	12 after 3, 10 after 4, 8 after 5
<b>Bat Dimensions</b>	T-ball bats only	2 5/8" barrel diameter maximum, and not exceeding more than 36" in length	2 5/8" barrel diameter maximum, and not exceeding more than 36" in length	2 5/8" barrel diameter maximum, and not exceeding more than 36" in length
<b>Lead-Offs</b>	Not allowed	Not allowed	Not allowed	Allowed: Lead off to hash mark
<b>Balks</b>	N/A	N/A	Instruction	1 warning per game per pitcher
<b>Pitch Counts</b>	N/A	NONE	*****Pitching Rules See Chart*****	
<b>Infield practice</b>	N/A	NONE	NONE	NONE
<b>Uniforms</b>			Jerseys MUST be tucked in	Jerseys MUST be tucked in
<b>Bunts</b>	NONE	NONE	Bunt, NO Fakes	Bunt Away
<b>Players</b>	N/A	Can play with 8 players	Can play with 8 players	Play with 8 players NO LESS
<b>Cleats</b>	N/A	Rubber/Plastic NO Metal	Rubber/Plastic NO Metal	Rubber/Plastic NO Metal
<b>Base Running</b>	N/A	<b>**See below**</b>		
<b><u>Tournament ONLY</u> Changes Ties</b>	N/A	Play out ties	Play out ties	Play out ties

\*\*\*The ball becomes dead once the pitcher gains control of the ball inside the pitchers circle (two feet). If at that time the baserunner is at the hash mark or past it he will advance to the next base. If not yet to the hash mark, he will return to the base previously occupied. Note: If the ball becomes dead, and the pitcher is in control of the ball in the pitchers circle decides to make an attempt at a baserunner not yet on base, play is

## PITCH COUNT LIMITS AND REQUIRED REST RECOMMENDATIONS

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST/ BASED ON NUMBER OF PITCHES THROWN IN LAST SESSION					
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS	5 DAYS
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	130	31-45	46-60	61-80	81+	N/A